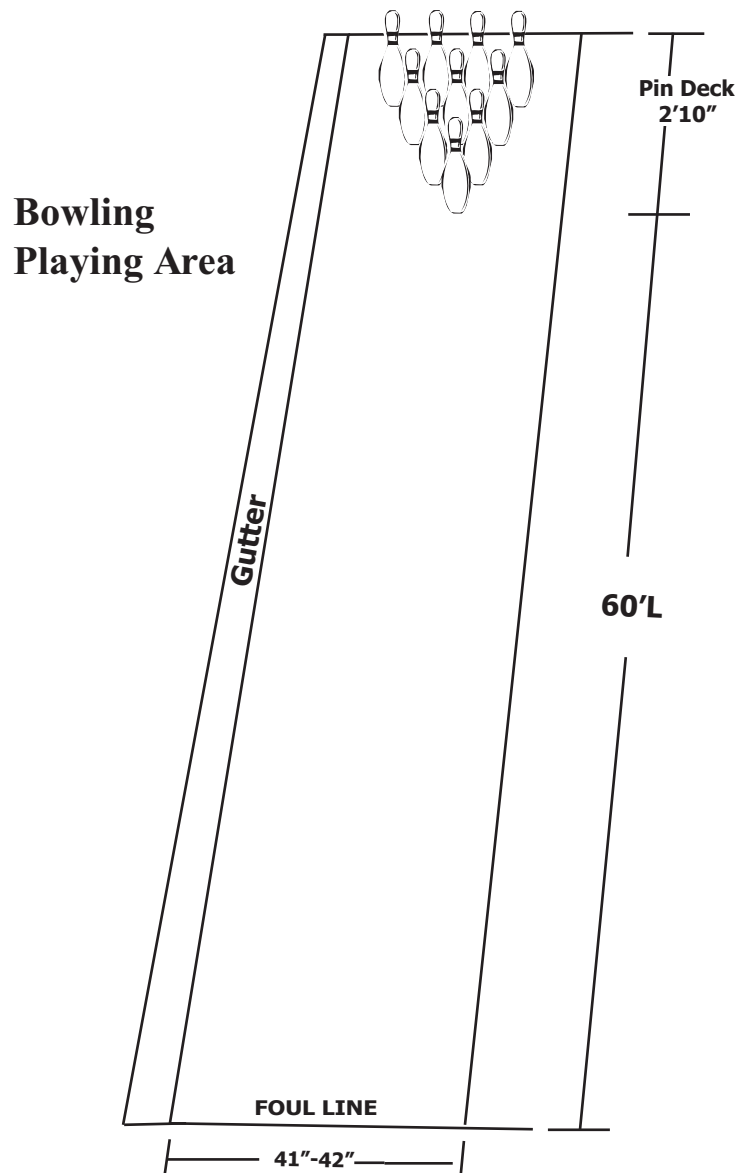


Game Rules

BOWLING

OBJECT

Players roll balls down alleys in an attempt to knock over all of a group of 10 pins set in a triangular pattern in one or two tries at each turn. Points are scored for each pin knocked down; the player or team with the most points wins the game.

PLAYING AREA:

The alley or lane is 60 feet long from the foul line (at the players' end) to the center of the head (first) pin at the other end. The total length from the foul line to the end of the pin deck (the area under the pins) is 62', 10 3/10". The width is 41"-42".

A 15' minimum runway (approach lane) is behind the foul line. Gutters (grooved lanes 9½" wide that catch misdirected balls) run along both sides of the alley.

The pins are set 12" apart on pin spots (2¼" circles on the pin deck).

PLAYING THE GAME:

A game may be played between individuals or in teams of up to 5 players per team. It consists of 10 frames, a segment in which each player bowls a maximum of 2 balls. The ball must be rolled in an underhand motion, and the player cannot touch or cross the foul line. If there is a foul (an illegally thrown ball), any pins knocked down by that ball do not count.

SCORING:

Each pin that is knocked over in a frame scores 1 point; a bonus is awarded if all the pins are knocked over.

When all 10 pins are knocked over by the first ball rolled down in a frame, it is called a strike. It is noted by an "X" on the scoresheet in the small box at the upper right corner of the square for the frame bowled. The final score for the frame is not entered until the player rolls 2 or more times. A strike earns 10 points plus the total count (# of balls knocked over) from the next two balls. If the strike is in the last frame, the player gets 2 extra balls to complete the bonus score. A double is 2 strikes in a row; a triple or turkey is 3. Ten strikes plus 2 extra balls score 300 points—a perfect game.

When all 10 pins or any pins left standing are knocked down by the player's second ball in a frame, it is called a spare. A spare is noted by a (/) in a small box in the frame's square on the scoresheet. The final score for the frame is entered after the player rolls another ball (the first ball of the next frame). A spare earns 10 points plus the count from the next ball thrown. If the spare is in the last frame, a player gets 1 extra ball to complete the bonus score.

If a player leaves pins standing after 2 balls in a frame, it is a miss, a break, or an error.

A split is when 2 or more pins are left standing after the first roll and spaced so far apart that they will be hard to knock down with the second ball. This does not include the head (No. 1) pin as one of the pins still standing.

Fouls count as a ball thrown. If the foul is on the first throw, any pins knocked down are reset for the second ball. If all the pins are knocked down by the second ball, it scores as a spare. If a foul is on the second throw of a frame, only those knocked down by the first ball count.

Fouls count as a ball thrown. If the foul is on the first throw, any pins knocked down are reset for the second ball. If the player knocked down all the pins with the second ball, it scores as a spare.

Pins knocked down that remain in the playing area, including the gutters, are called dead wood and must be removed. Pins knocked down by other pins count.

PINS DO NOT COUNT IF THEY ARE:

- Downed by a ball that first left the lane
- Downed by a ball rebounding back on to the pin deck
- Knocked out of the alley but return upright
- Knocked over because of mechanical or human interference

The ball counts as a roll in these instances.

Score Sheets:

A spare (/) counts 10, plus what is knocked down on the next ball.

A strike (X) counts 10, plus what is knocked down on the next two balls.

Results should be marked in the proper frame box on the score sheet immediately after each ball is bowled.



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